CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

ARCHETYPES

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

d10 d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

RESOURCE NAME

Used Total

RESOURCE VALUE

RESOURCE

RESOURCE

RESOURCE

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
		C	
		C	
		C	
		C	
		C	

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

CANTRIPS & SPELLS KNOWN

Level	P	R		Level	P	R	

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES